PAL

MUSIC™

MUSIC CREATION FOR THE PLAYSTATION

Codemasters®

PlayStation®

MaKe sHocKiNgly GoOd mUsic

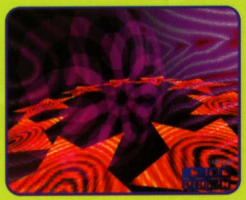
The PlayStation's first true music and video creator is simple to use, yet offers a wealth of powerful features.

MUSIC gives you complete control over the audio and visual power of the PlayStation to create and remix your own music tracks and stunning visual sequences.

Select and place musical blocks to create stunning audio tracks

- 850 pre-recorded musical riffs in the library section for easy audio mixing at CD quality in a range of styles including Drum & Bass, Trip Hop, Ambient, Techno and House
- 3000 sampled instruments and a full musical scale allow infinite possibilities of music generation, note-by-note, in any style
- Full riff editor comprises echo and sustain, automatic chord generation, note bending, volume & stereo panning, slide, reverb, vibrato and phase effects
- Advanced video effect editor for 3D text, particle effects, dynamic cameras, texturing, lighting variance, and more
- Automatic video generation for either home grown tunes, or for any of your own audio CD collection
- Save your audio and video tracks to Memory card

Create your own tune note-by-note using any of over 3000 instruments



Produce amazing visual effects with over 300 pre-recorded shapes and lights

1 Player

Memory Card 1-15 blocks

This software is only compatible with hardware displaying "PlayStation" and PAL

PlayStation

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COMPACT disc

For Ages ~ Pour Ages ~ Para Años ~ Für Jahre ~ Per Anni

3-10 ✗ 11-14 ✓ 15-17 ✓ 18+ ✓

ELSPA

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EPILEPSY WARNING

PLEASE READ BEFORE USING THIS PRODUCT

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure whilst watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to using this product. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, immediately discontinue use and consult your doctor.

PRECAUTIONS TO TAKE WHILST USING THE PRODUCT

Don't sit too close to the television screen. Make sure you are a good distance away. Preferably play the product on a small screen. Avoid using if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for at least 10 to 15 minutes each hour that you play a video game.

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1.0 INTRODUCTION

Firstly, thank you for buying **MUSIC** for the PlayStation - you now have the power to create stunning professional quality songs and videos at your fingertips!
Don't worry if you are a complete beginner, **MUSIC** may be very powerful but it's also quick and easy to use. If you are an experienced musician you will find that **MUSIC** has the advanced features and editing techniques necessary to produce professional results. For the best possible results we suggest that if your PlayStation has audio outputs, you connect them directly to the auxiliary/CD input of your Hi-Fi system - check your Hi-Fi user manual on details of how to do this safely.

Right, let's get started! There are two important terms that you will become familiar with when you begin using **MUSIC**, these are the '**Riff**' and the '**Chase**'.

A '**Riff**' is a collection of musical notes or sounds played one after the other. **MUSIC** has a built-in library of hundreds of professionally pre-composed Riffs, covering a selection of popular and underground musical styles. These Riffs are built up from a library of thousands of instruments.

By instruments we mean drums, synthesiser sounds, real instruments and sound effects like crowd noises and so on.

A '**Chase**' is a sequence of video instructions. There are a selection of chase types including lights, shapes, background images, video clips and many more. **MUSIC** has a built-in library of hundreds of expertly produced chases in a range of visual styles. These chases are stacked and linked together to produce the video which will accompany your music.

1.1 GETTING STARTED

Set up your PlayStation as described in the PlayStation instruction manual. We recommend that you don't insert or remove any peripherals once the power is turned on. With the power OFF, open the Disc cover and insert the **MUSIC** disc. If you're going to load or save songs during use, insert a Memory card with at least 1 free Memory card block in Memory card Slot 1.

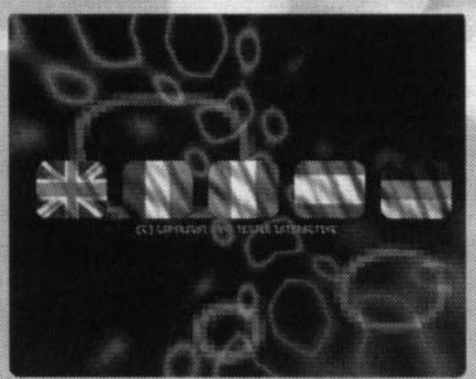
See section 3.0 'Loading and saving' later in this manual for more details. Close the Disc cover before turning the power ON.

We would of course recommend you read the whole manual before you get started, but we'll understand if you want to get to grips with **MUSIC** straight away! So why not try out the accompanying 'Quick Start Guide'. Once you've completed that, you should be well on the way to becoming a **MUSIC** expert! Then if you need any further help or explanation you can come back here later...

1.2 LANGUAGE SELECTION

When **MUSIC** has loaded you will be presented with a language selection screen.

Use the left and right Directional buttons to move to the flag of your choice and then press the ✕ button to select it.



1.3 MAIN MENU

fig. 1.3

Welcome to the **MUSIC** main menu!
Use the up or down Directional buttons to highlight one of the options.
Press the ✕ button to select that option.
Press the △ button to get back to the previous menu.
As you can see from the screenshot above, the options you can choose from are:

START (see section 2.0)
This is where the fun begins! Select this option to go to the **MUSIC** main console.

LOAD AND SAVE (see section 3.0)
This option allows you to load & save your compositions to Memory cards, load the prewritten music & video off the **MUSIC** CD or use the built in Jukebox.

CD PLAYER (see section 4.0)
Select this option to play your favourite audio CD along with an automatically generated lightshow!

OPTIONS (see section 5.0)
Go here to change the main music & video settings and also to change the casing of the **MUSIC** main console.

2.0 MAIN CONSOLE

Here is the **MUSIC** main console (fig. 2.0)

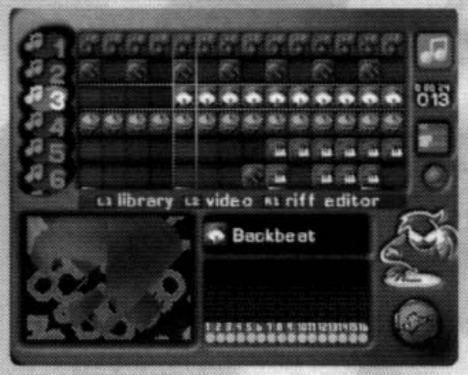


fig.2.0

By the way, pressing the **SELECT** button & the **START** button at any time while you're in the main console will take you back to the main menu (fig 1.3). Doing this will not delete any music/video you have created.

2.1 TRACK EDITOR

This is the area of the screen where you build up your song using riffs (fig. 2.1).

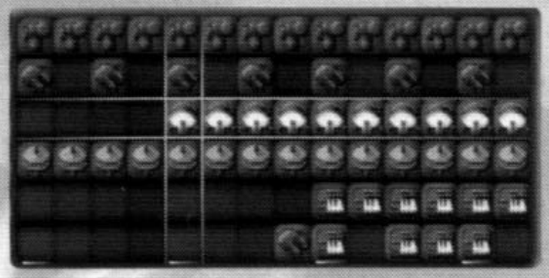
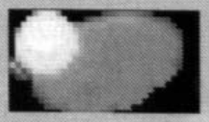


fig.2.1

2.1.1 MUSIC CHANNELS

If you study fig 2.0 you'll notice that there are six little musical note icons on the left-hand side of the main console, and they're numbered 5,6,7,8,9 & 10. The number refers to the '**channel**' and the musical note next to it means it's a music channel. There are 16 of these channels, simply numbered 1 to 16. Each of these music channels can play one riff at any one time. We've mentioned riffs before, and now you can now see what they look like. In fig 2.1 there are blocks with pictures or 'icons' on them. These are different riffs, or collections of musical notes. They have been drawn as icons to give you an idea as to what each one will sound like. The red lips are someone singing a vocal melody, the blue shakers are percussion and the little 5 note keyboard is a bassline.

2.1.2 VIDEO CHANNELS.



If you toggle between music mode and video mode using the **L2** button, you'll notice that in video mode, there are again 16 channels, numbered 1 to 16, with each video channel providing one video effect. This gives 16 simultaneous video effects at any one time. As mentioned before, each video effect is referred to as a '**chase**'. As with the music channel riffs a video channel is represented by a helpful picture or icon.

2.1.3 BPM CHANNEL.

There is only one BPM channel which is situated at the bottom of the Track Editor window. The BPM channel allows you to set the Beats Per Minute or tempo of your music bar by bar.

fig.2.1.4

2.1.4 On the right-hand side of the **MUSIC** console there are three windows (fig 2.1.4). The top window shows the current mode, which can either be music or video. The middle window shows the current bar number, in this case 001, which is the bar under the green crosshairs in the track window (fig 2.1) and above that, the time into your song in hours:minutes:seconds.

The bottom window contains 5 horizontal indicator bars; The red bar shows the memory you've used to load instruments. The blue bar shows the memory you've used to store musical notes.
The green bar shows the memory used to hold your video graphics. The orange bar shows the memory used to store video chases. The purple bar lets you know if your song (and/or) video will fit on the Memory card you've put into your PlayStation.

2.1.5 The green crosshairs (fig 2.1) show the current position in your song.

Use the Directional buttons to navigate around the track window, move vertically to step through all 16 channels and horizontally to step through the bars of your song.

2.1.6 While you are in Track mode the following buttons perform the following functions;

The ✕ button places (pastes) the riff or chase you've selected in the library (fig. 2.4) into your song, starting at the green crosshairs.

The □ button removes (deletes) the currently highlighted riff or chase in the track window.

If you hold the ○ button down, MUSIC is in 'Mute mode' (see section 2.5).

The **L1** button puts MUSIC into 'Library mode' where you can choose a new riff or chase (see section 2.4).

The **L2** button toggles between music & video. In music mode only the blue music tracks are visible, and in video mode only the red video tracks are visible. This toggling does not delete any data.

If you're in music mode pressing the **R1** button will take you into the Riff Editor where you can create you own unique riffs (section 2.7).

If you press the **R1** button in video mode you will enter the Chase Editor (section 2.8) where you can create your own unique video chases.

If the green crosshairs are on a blank area of the track when you press this button then a brand new empty riff or chase will be created. Choose the length of a new riff by keeping the **R1** button held and using the left and right Directional buttons to select a length in bars from 1 to 8. This does not apply to video chases, as they always start out life as one bar long.

If you are over an existing riff or chase when you press the **R1** button then you'll get to edit that riff or chase. You can change the length of an existing riff by keeping the button held and using the left or right Directional buttons, select a new length in bars from 1 to 8 as before. *Please note that if you do shorten a riff in this way, you'll erase any notes in the lost section.*

Also if you press the **R1** button and the ✕ button simultaneously on a riff or chase in the track window then a new riff or chase will be created, modelled on that riff or chase.

The **R2** button toggles between the music console and 'fullscreen' video where the entire PlayStation screen is devoted to showing your video.

Pressing the **START** button puts MUSIC into Play mode that controls the playing of your song and is covered in the Play mode section (section 2.2).

TIP: I'm sure all these button presses may seem bewildering - DON'T PANIC! Simply make sure that 'Button Help' is switched on in the main menu options. When this is turned on, all these key presses will be displayed in the middle of the main console.

2.2 PLAY MODE

If you press the **START** button this will put MUSIC into Play mode. Your song will start playing from the beginning of the current bar. The track window will move from left to right through the music or video at the speed dictated by the BPM track. All the music will be played, except any muted tracks (section 2.5) and the video will be displayed in the miniature preview window (fig 2.2) or full screen if you are in 'full screen video' mode.

fig.2.2

As well as your song scrolling in the track window MUSIC has a little metronome LED which pulses on every beat.

Whilst the song is playing you can use the Directional buttons to move around the song:
Pressing the left & right Directional buttons lets you rewind and fast forward through your song or video.

The up and down Directional buttons allow you to move up and down tracks in the track window.
Pressing & releasing the **START** button while your song is playing stops play, and puts MUSIC back into Track mode.

NOTE: There are some simple shortcuts which you can use to jump quickly around the track window.
Pressing the **START** button and the **down** Directional button together will jump to the beginning of your song.

Pressing the **START** button and the **up** Directional button together will jump to the end of your song.
Pressing the **START** button together with the **L1** button, **L2** button, **R1** button or **R2** button takes you to a preset position in your song.
Pressing the **SELECT** button together with the **L1** button, **L2** button, **R1** button or **R2** button sets up these positions.

2.3 EDIT MODE

Pressing the **SELECT** button puts MUSIC into Edit mode. This mode is incredibly useful, as you can copy chunks of your song to another point in your song, erase parts of your song or play sections of your song in a loop.

2.3.1 At any point in Edit mode, press the **SELECT** button again to return to Track mode.

In order to use edit mode, you first need to decide which area you want to copy / erase.
You will need to move to the top left hand corner of that area. You then press the **SELECT** button to enter edit mode. If you move around using the Directional buttons, you will see that a highlighted area (fig 2.3) is created, which represents the area that you want to copy, erase or loop-play.

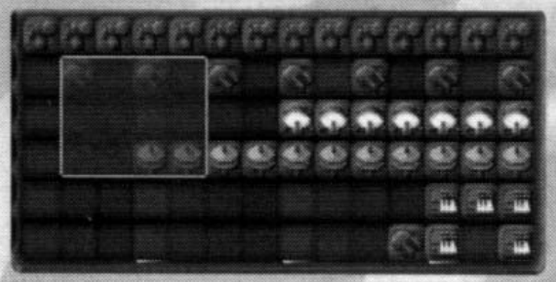


fig.2.3

Once you have highlighted the area you're interested in you can do something with it.

If you press the **START** button at this point, music will take the area you have highlighted and play it over and over again until you press the **START** button again.

Press the □ button to cut (remove but keep a copy of) the highlighted area. If you want to remove (delete) the selection simply use cut and then exit edit mode (section 2.3.1).

Press the ✕ button to copy the highlighted area.

To paste (put a copy of the highlighted area somewhere else in your song) move the now red highlighted area to the desired point in your song or video. If this desired point is quite far away in your song, why not use the song pointers as discussed in Play mode. To use the markers in Edit mode you don't have to hold down the **START** button. Simply Press the **R1**, **R2**, **L1** or **L2** button and you will go directly to that point in the song, ready to paste.

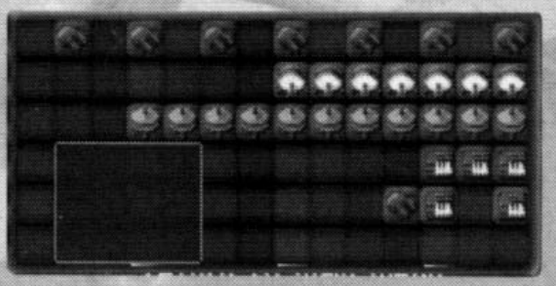


fig.2.3.1

The ✕ button Pastes your copied area to a new location (fig 2.5).

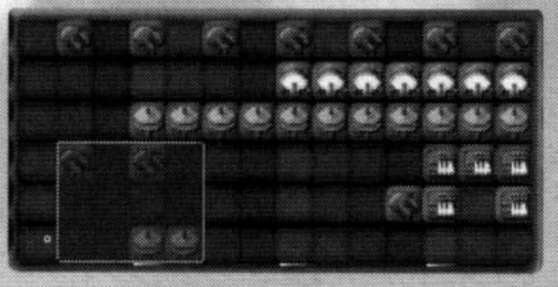


fig.2.5

2.4 Library mode

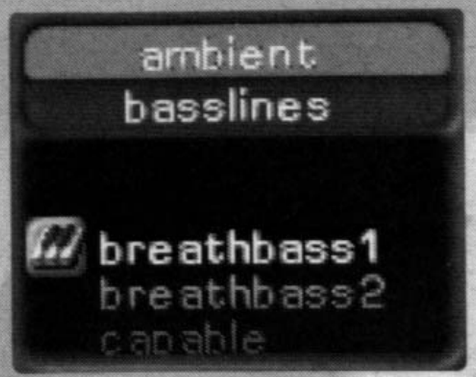


fig.2.6

The simplest way of creating your own song or video is to use the libraries, where hundreds of prewritten riffs and chases can be found, ready for putting into your song.

Pressing the **L1** button in music mode takes you into the riff library and in video mode takes you into the chase Library.

Riffs & chases are grouped into families of like sounding riffs or like visual chases. The above screen is in riff Library mode (fig 2.6). The words 'ambient' at the top of the screen describes the musical style or genre, and the word 'basslines' is the family type. The riff is called 'breathbass 1'. The Icon representing this riff is a small 5 note keyboard with a hint of green to the black keys, sat on a grey background tile. Every library riff has a pre-assigned unique icon and background colour combination so that you can easily identify it.

When you enter Library mode the riff or chase name is highlighted. Use the Directional buttons to move up and down through the list of available riffs or chases. Moving left & right cycles through the available family types and genres.

*TIP: There are a lot of families to move through, so to skip from genre to genre, hold down the **SELECT** button and then press the left and right Directional buttons.*

Press the ✕ button to preview (demo) the highlighted riff or chase without actually changing your song. If you are in the chase library, you will need to hold the button down in order to preview the chase.
The best way to choose a riff or a chase is to move around, previewing different ones until you find one you are happy with. Remember that **MUSIC** also has a powerful riff and chase editor which allow you to create your own riffs and chases (see sections 2.7 and 2.8).

When you are happy with your riff / chase, you can press the **L1** button to select the highlighted riff or chase and go back to Track mode.

2.5 MUTE MODE

When the O button is held down in Track mode or Play mode **MUSIC** enters Mute mode. You can use Mute mode to turn tracks on or off. You might want to do this if you need to concentrate on one track at a time, or find out which track is playing a certain tune or rhythm. Note that you must hold down the button all the time that you use Mute mode.

When in Mute mode you can set any of the 16 tracks to play music & video, music only, video only, no music or video or SOLO (only play that track) a particular track.

fig.2.5

In fig. 2.5 the LED's beneath the numbers 1 to 16 cunningly represent the mute state of both the music & video channels simultaneously.

If the LED beneath the track number is off then both the music & video are switched off (in this case channels 4,5,9,10 & 11). This does not destroy any data in your song, **MUSIC** simply doesn't play the music or video on that track.

If the LED beneath the track number is blue then only the music is switched on (channels 6,7& 8). This does not destroy any data in your song, **MUSIC** simply doesn't play any video chases on that track.

If the LED beneath the track number is red then only the video is switched on (channels 1,2 & 3). This does not destroy any data in your song, **MUSIC** simply doesn't play the music on that track.

If the LED beneath the number is green then **MUSIC** will play the music and video chases on that track (12,13,14,15 & 16).

Under normal circumstances all the channels would be set to on (green).

Select a track to mute or unmute by moving the left & right Directional buttons and then move up and down to toggle through the red, green, blue and off settings.

If you only want to hear / see one of the tracks you can SOLO it. To SOLO a track (mute settings still apply) move to the desired track and press the **SELECT** button to toggle Solo on/off. When SOLO'ed only this track will be displayed in the mute window (fig. 2.5.1).

fig.2.5.1

Whilst in mute mode pressing the □ button will reset all channels to green i.e. play all music & video.

Releasing the ○ button takes MUSIC out of mute mode.

2.6 Mode Ball

2.6.1 As the name implies, this helpful little rotating sphere at the bottom right of the main console (fig. 2.6.) tells you which mode you are currently in.

Library Mode: (open book)
When riffs & chases are being selected.

Play Mode: (play symbol)
When your song is being played.

Track Mode: (conductor's hand & baton) When you are editing your song.

Mute Mode: (speaker)
When channels are being muted or Solo'ed.

Edit Mode: (wrench)
When block editing is taking place on the track screen.

fig.2.6

2.7 Riff Editor

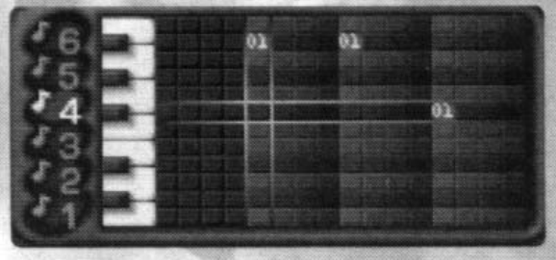


fig.2.7

The real power of this product comes from the riff editor. You can use this to create your own riffs, note by note, as well as applying powerful tools and effects to produce a professional sounding result. You can use it to modify existing library riffs, or simply to create a new riff from scratch.

As you can see in fig 2.7 there are little round musical note icons numbered from 1 to 6. This represents the octave of a note. Octave 1 is as low as you can go and octave 6 is as high as you can go. The musical keyboard gives you an indication of which note you are playing on the musical scale.

Use the Directional buttons to move around the riff window. Pressing the up Directional button at the top of the riff window will make the green crosshair appear at the bottom of the window and the octave highlighted will go up. Pressing the down Directional button at the bottom of the window will make the green crosshair appear at the top of the window and the octave highlighted will go down.

The **L1** button takes you to the Instrument Manager. (Section 2.7.2)
The **L2** button allows you to change the Riff Parameters. (Section 2.7.3)
The **R1** button goes back to the Track editor with all changes you've made applied to the riff.
The **R2** button takes you to Note Edit. (Section 2.7.3)

The ✕ button pastes the current instrument into the riff at the current position with the latest note parameters and plays the instrument at that pitch.
The ○ button changes the length of the current note using the left & right Directional buttons.
The □ button deletes the current note.
The △ button undoes the last change made to the riff.

Pressing the **SELECT** button enables you to Block Edit.
The **START** button starts playing the riff from the current position.

NOTE: Changing or editing a riff will change ALL instances of that riff throughout the song. This takes a lot of the legwork out of writing songs. If you want to create a new riff but model it on an existing one, press and hold down the R1 button over an existing riff and then press the X button. Let go of the X button and then the R1 button and you will be editing a new riff modelled on the existing riff. You will notice that the background colour of the new riff will be different to identify it as a new riff.

2.7.1 Realtime Record Mode

If you hold the **START** button down and press the ○ button at the same time, you will enter 'Realtime Record Mode'. In this mode, the riff will be constantly played in a loop, along with a metronome that clicks away in the background. Whilst the riff is playing, you can use the up/down Directional buttons to move up and down the riff window.

Pressing the ✕ button will play the current instrument at the current pitch, and put that note into the riff. This means that if you tap the ✕ button rhythmically, that timing will be stored in the riff.

Pressing the □ button will delete any notes playing whenever it is pressed.

You can also use the ○ button to play the instrument without putting the note into the riff, so you can practise your timing before you make any changes.

Pressing the **START** button on its own will let you leave Realtime Record Mode.

2.7.2 Instrument Manager

fig.2.7.2

The instrument manager lets you to see which instruments are currently being used by MUSIC (and are loaded into the programs memory). It allows you to change any of the currently loaded instruments, add new ones from the large Instrument Library, or delete any instruments you don't want to use any more.

NOTE: If MUSIC cannot load an instrument due to lack of SRAM you will be given a message in a small window saying that there is not enough memory to load the instrument.

Use the up & down Directional buttons to select the instrument number from the 01 - 99 instrument slots.

The ✕ button selects the instrument in the list to be the current instrument and exit Instrument Manager.

The □ button removes the instrument from the loaded instrument list and delete all notes in all riffs using this instrument.

The ○ button demos the instrument at note 'C' at its default octave.

The **L1** button picks another instrument from the Instrument library to replace the currently highlighted instrument (or to replace the 'not loaded' message).

2.7.2.1 Instrument Library

The instrument library contains well over 1200 different kinds of instruments which you can use to create riffs. It contains sounds from pianos, guitars and drums to rapping, scratching records, violins and singing.

Use the Directional buttons to move around the instrument library. The left/right Directional buttons will change the type of instrument, and up/down Directional buttons will move you between all the instruments of the particular type.

The □ button loads and auditions the instrument at high quality (green highlight on instrument number).

The ✕ button loads and auditions the instrument at medium quality (amber highlight on instrument number).

The ○ button loads and auditions the instrument at low quality (red highlight on instrument number).

The △ button cancels and returns without changing the instrument.

2.7.3 Note Edit

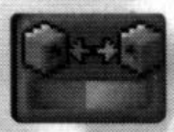
Whilst holding down the **R2** button you can use the Directional buttons to highlight one of the nine note parameters. See the Glossary for in-depth explanations of functions.

Mute Note

Mute the currently selected note, so you can't hear it.

Volume + Reverb on/off

Set the note volume, and also turn reverb effects on or off for that specific note.



Stereo Pan Position

Set the stereo position (panning) for that specific note.

ADSR Envelope

Modify the volume envelope of the note. For an explanation of ADSR, see the section later in this manual.

Vibrato

The top bar sets the Vibrato depth, the bottom bar sets the modulation speed/frequency. Vibrato is a special effect which makes the sound 'wobble'

Slide

Slide in pitch from one note to the next note. Also known as 'Portamento'.

Note Repeat

Edit your note position down to 64ths accuracy, or convert to triplets. When using triplets only the first three note repeat lights are available. For a detailed explanation see the Glossary.

Sample Offset

Edit the sample start position, the top display is for rough positioning and the sample number display is used for fine positioning.

Note Effects

Apply Chorus, Phase effects etc. We'll discuss these later.

Release the **R2** button to edit that parameter.
Use the up, down left & right Directional buttons to alter values and toggle switches in each parameter.
If The **R2** button is pressed and immediately released then you will exit Note Edit and return to the Riff Editor whilst retaining any changes made to the note parameters.

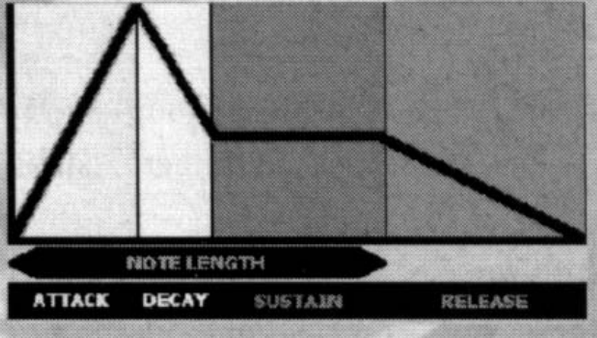
If the **R2** button is pressed and held along with Directional buttons then this will allow another parameter select/edit cycle.

The ✕ button plays the current note to allow any changes made to be heard.

The △ button cancels Note Edit and takes you into the Riff Editor, reverting the instrument to the pre-edited version.

ADSR ENVELOPE

ADSR stands for Attack, Decay, Sustain and Release. An ADSR envelope allows you to make quite major changes to the sound of an instrument. As you can see from the diagram below, the ADSR envelope describes the volume of an instrument over time, from the point where the note is first struck, to the point where it dies away.



Attack controls how quickly the volume ramps up from nothing to it's loudest or 'maximum' volume. A low attack value will give the sound a very quick punchy start, good for percussion or lead sounds, while a high attack value will give the note a slow, softer quality, good for strings or pads.

Decay dictates how quickly the note descends from maximum volume to the sustain volume level. A low setting is a quick decay, a high setting is a slow decay.

Sustain is the volume of the instrument over the main body of it's length, while the note is being held. This value can be anywhere from zero to maximum volume. This volume level will be held for the length of the note in the riff editor.

Release is the time taken for the note to go from the sustain volume to zero after the end of the note is reached. A low value will give the note an abrupt finish, good for realistic organ type sounds. Using a higher release value will make the note fade away slowly. The higher the release setting, the longer the fade-out.

So, by changing the ADSR values in the riff editor, you can make the same instrument sound very different.

TIP: Try altering the ADSR note by note on things such as flutes, to make it sound more like someone is actually playing a real flute - sometimes blowing harder with a quick release, or occasionally bringing the note in slowly with a slow attack.

NOTE EFFECTS

There are various note effects to put more emphasis or 'movement' into your music. There is only one rule to follow with these effects:

Try everything! Try putting any effect on any type of instrument, experimentation is the name of the game here, effects can give very startling and characteristic results, try putting a chorus on your hi hats or a phaser on your bassline. Minimal usage of note effects can also give good results. Try adding an echo to a single note in a riff to accentuate the rhythm, or maybe some low reverb to a snare to give it some 'sustain'.

'Chord' Effects

These effects turn the note into chord, using the inputted note as the base note of the chord.

CHORD, BLUE A	Plays a 'melancholic' chord
CHORD, BLUE B	Plays an alternate 'melancholic' chord
CHORD, HELD A	Plays a 'sustain' chord
CHORD, HELD B	Plays a alternate 'sustain' chord
CHORD, MAJOR	Plays a major chord
CHORD, MINOR	Plays a minor chord
CHORD, OCTAVE	Plays another note one octave down

'Chorus' Effects

Chorus effects give the note warmth, 'fatness' and also vibrato effects.

CHORUS, GUITAR 1	Guitar style chorus
CHORUS, ROOM	Roomy sound with chorus
CHORUS, STEREO	A nice wide stereo chorus effect

'Echo' Effects

Echo effects can consist of single repeats of notes, or they can 'feedback', which will give fading repeats of the note. The delay time can be set to various note interval repeat settings.

ECHO, B L 8	B(ouncing left, centre, right, centre, left ...) L(ong repeats) on 8th's
ECHO, FIVE	Echo's but also using a different note (a 5th)
ECHO, GUITAR 1	Guitar style echo
ECHO, M L 4	Echo m(ono) l(ong repeats) on 4th's
ECHO, M S 4	Echo m(ono) s(hort repeats) on 4th's
ECHO, OCTAVE	Echo's but also using a different note (an octave below)
ECHO, R L 8	Echo r(otary i.e. moves around your head) l(ong) 8th's
ECHO, RING	A slight metallic ringing effect
ECHO, ROOM	Echo like being in a small room
ECHO, S L 8	Echo s(tereo) l(ong repeats) on 8th's
ECHO, S S 8	Echo s(tereo) s(hort repeats) on 8th's
ECHO, SEVEN	Echo's but also using a different note (a 7th)

'Phase' effects

Phase effects give the note a filtered or an 'aeroplane taking off' whooshing effect.

PHASE, CHORAL	Nice fattening effect using phase
PHASE, FAST	A fast whooshing effect
PHASE, OCTAVE	Plays another note one octave down and phases it
PHASE, PINCH	A phase effect which seems to squash (filter) the sound
PHASE, RADIO	Radio style effect using phase
PHASE, SLOW	A slow whooshing effect
PHASE, STEREO	Creates a stereo sound with some phased elements
PHASE, TUBE 1	Like the sound is being played down a tube
PHASE, TUBE 2	Like the sound is being played down a tube
PHASE, TUBE 3	Like the sound is being played down a tube
PHASE, TUBE 4	Like the sound is being played down a tube
PHASE, TUBE 5	Like the sound is being played down a tube

'Reverb' effects

These settings affect the saturation of reverb, basically the reverb volume, these settings will give more variety and emphasis to your reverbs.

REVERB, MIX HI	Plays the note with 3/4 of the selected reverb (front end options menu)
REVERB, MIX LO	Plays the note with 1/4 of the selected reverb (front end options menu)
REVERB, MIX MID	Plays the note with 1/2 of the selected reverb (front end options menu)

'Special' effects

These effects change the stereo characteristics of the note or give it a zap!

SPECIAL, AUTOPAN	Every time a note is played the stereo position changes
SPECIAL, WIDE	Creates a very wide stereo field
SPECIAL, ZAP	Creates a zappy effect
SPECIAL, ZIPPER	Creates another zappy kind of effect

2.7.3 Riff Parameters

Press the **L2** button to alter the Riff parameters whilst in riff edit mode.
Press the **L2** button to exit at any point and implement any changes you have made.
Pressing the △ button will cancel all changes at any time and return to the Riff Editor.

The first parameter is the riff volume fader (fig 2.7.3). This allows you to fade the riff in or out by setting the start volume and end volume (this will be proportional to the actual note volumes).
Use the left/right Directional buttons to select start volume or end volume, use the up/down Directional buttons to set the start or end volume.

fig.2.7.3

To change both volume bars at the same time hold down the □ button and use the up and down Directional buttons.

Press the ✕ button to accept the volume fader settings and move on to the next parameter.
The second parameter is the riff name (fig 2.7.4) and can be edited using the name entry window.

Press the ✕ button to place an upper case letter in the name at the current position.

Press the ○ button to place a lower case letter in the name at the current position.

fig.2.7.4

If the □ button is pressed then the last letter entered is deleted.

If the ✕ button or the ○ button is pressed on the back-arrow then the last letter entered will be deleted.

If the ✕ button or the ○ button is pressed on 'OK' then the name is set and you move on to the next parameter. Pressing the **SELECT** button will put a space into the name.

The third parameter is the riff icon (fig 2.7.5). This is where you can decide which picture or 'icon' you want to use to represent your riff. **MUSIC** will initially decide which icon to use, but feel free to change it to any icon you like! Use the Directional buttons to highlight the desired icon and press the ✕ button to select it.

fig.2.7.5

2.8 Chase Editor Controls

The chase editor is a powerful tool which allows you to create your own video building blocks or chases. You can use it to modify existing library chases, or simply to create a new chase from scratch.

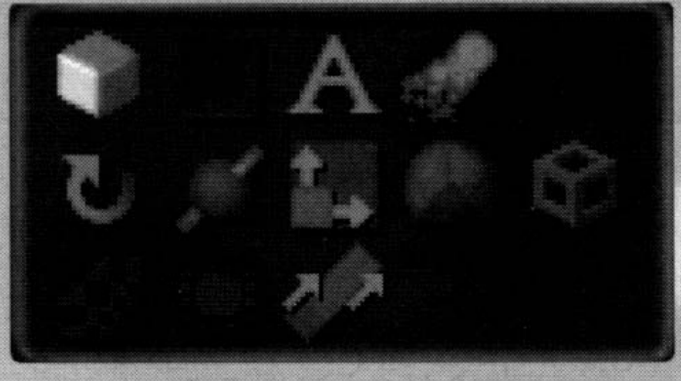


fig.2.8.1

Press the **R1** button to enter Chase Editor (fig 2.8.1) while in the Track Editor video mode.

As with the other modes, pressing the **SELECT** button & the **START** button at any point returns to the main start-up menu.

If you are entering the chase editor to create a new chase (from a blank bar) you can use the Directional buttons to select the type of chase to create. Press the ✕ button to select the chase type. (in this case a background object. fig 2.8.2)

Press the **R1** button to return to Track Editor.

fig.2.8.2

Once you have selected a chase type, you will be shown a chase parameter screen, where you can alter various parameters depending on the type of chase you have selected.

Use the up and down Directional buttons to select the desired chase parameter and use the left & right Directional buttons to change its value.

The **L1** button toggles between the default Chase Step mode, and the Chase Global Parameter mode. In this mode, the first option allows you to set how the chase changes from one step to another. The 1/4 symbol changes every quarter of a bar, the 1/16 symbol changes every sixteenth of a bar, and the numbers 1-16 change according to that numbered music track. The number 1 with a bold background changes every bar, the question mark changes randomly, and the magic wand generates intelligent changing. The second option is a sliding bar – moving to the right hand side gives smooth transitions between the different steps, and moving to the left hand side makes the transitions rough and sharp. Use the left and right Directional buttons to select the desired Global parameter and use the up & down Directional buttons to change its value.

Press the **L2** button to allow you to enter a name for this chase.

Press the **R1** button to go back to Track editor with all changes applied to the new/edited chase.

Hold down the **R2** button to view the chase in full screen (parameter editing still active).

Press the ○ button to move forward through chase steps.

Press the ✕ button to store any changes made to the current step, add a new step to the chase and move to that new step (this will model the new step on the previous step).

Press the □ button to delete the current step.

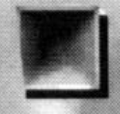
Press the △ button to undo the previous operation.Press the **START** button to play the chase. Press it again to stop the chase.

2.8.1. CHASE DETAILS

Objects

Objects are two and three-dimensional shapes. You will find almost anything ranging from spiky balls to aircraft to smiling faces. Many of the shapes have their own animations in order to help you create an entertaining and lively video.

Backgrounds



Think of backgrounds as pictures or wallpaper, which surround your entire scene. The backgrounds range from clouds to checkerboard patterns, and several of them are animated. You can use lights .and palettes to change the colours of the backgrounds.

Text

If you use the chase editor, you can enter your own words to use within your video, which then appear as three-dimensional objects. You can enter your name, your song title, or anything which takes your fancy, as well as using a variety of lettering styles.

Particles

Particles are a swarm of small objects which can appear as smoke, explosions, clouds of spheres and other cool effects. These can be moved around and used to add action to your video.

Cameras

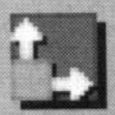
If you imagine yourself directing your video from behind a camera, then you'll understand that these chases allow you to move a virtual camera around your 3D scene. They also come in a variety of different camera movements. Use these to make your video look really impressive !

Rotations

You can use these to make the background or an object rotate in a variety of speeds and directions. It also affects particles and text.

Paths

These are used to make objects (including particles and text) move around the scene in a controlled manner. There are a wide variety of different paths, from straight lines to zig-zags and circles.



Scale

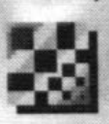
You can adjust the scale of any object in order to make it grow or shrink, and also stretch in any direction. As with all the other chases, there are many different kinds in the chase library, or you can create your own using the chase editor.

Lights

Lights are used to light up objects, backgrounds, particles and text, and come in a variety of colours, including some that flash. You can use multiple 'steps' to create complex sequences of different flashing colours.

Wireframe

This makes an object appear in 'wireframe' (which shows you the lines used to construct the object), and these chases come in a variety of coloured lines.

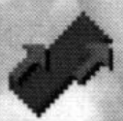


Texture mapping

There are a large number of different textures (essentially pictures or patterns) which you can paint onto any object to change it's appearance.

Movies

There are several small movie sequences which you can project onto any object in your scene. These include dancing girls, lava lamps and tunnels.



Palettes

Using these changes the colours used in the rest of your scene, and they are very useful creating quick changes of atmosphere, and adding 'life' to your video.

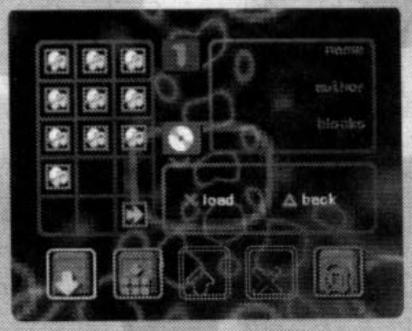
For a detailed explanation of the terms used here please refer to the Glossary at the back of the manual.

2.9 BPM Editor Controls

Use the left & right Directional buttons to move between start BPM, Ramp Type and End BPM as displayed in the small upper Riff/Chase name window. Use the up and down Directional buttons to increment or decrement BPM values or to cycle through Ramp Types.

Press the **R1** button to return to the Track Editor.
Press the △ button to undo the previous operation.

3.0 LOADING AND SAVING



This option allows you to load songs from both your MUSIC CD and the Memory card slots, as well as allowing you to save a song onto Memory card. There is also a 'jukebox' mode where you can select several songs, which will then be played in order.

The Directional buttons move around the various icons. The five main icons are shown along the bottom of the screen, but you can use the the up/down Directional button to choose between the two Memory card slots (if you have a Memory card in them) and the CD.
Press the ✕ button to select the required option.
Press the △ button to return to the main menu.

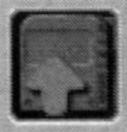
Memory card Slot 1
For loading and saving songs to Memory card slot 1

Memory card Slot 2
For loading and saving songs to Memory card slot 2

CD-ROM
For loading songs from the MUSIC CD-ROM

Load
Use the Directional buttons & the ✕ button to select the required song file.
You can choose to load either Video and Music, just Video or just music.

Append
Use the Directional buttons & the ✕ button to select the required song file, this song will then be appended (added onto) the end of the song in memory. You can choose to append Video and Music, just Video or just music.



Save

Use the Directional buttons & the ✕ button to save your current song in Track editor to a Memory card. You can choose to save video and music, just video or just music. You will then be prompted to enter the song name, and author. The number of Memory card blocks required to save your current song is also shown on this part of the screen.

Delete

Use the Directional buttons & the ✕ button to select a song on Memory card that you want to delete. Then use the ○ button to confirm deletion. This Memory card function will PERMANENTLY delete your song from your Memory card.

Jukebox

The jukebox allows you to automatically play several songs. Use the Directional buttons & the ✕ button to select one or more songs that you want to view. You can select as many songs as you like, and they will be played in that order. Once you are happy with your selection(s), use the □ button to start the jukebox.

4.0 CD PLAYER SOUND-LIGHT

This option will generate a MUSIC video from a normal audio CD. Simply go to the 'CD player' option on the main menu. When the play controls have appeared (fig 4.0) remove the MUSIC CD from the PlayStation, and put in a normal audio CD of your own. Then simply press the ✕ button on the play icon to play the music and watch the automatically generated video. You can use the Directional buttons to move around the CD controls, allowing you to change tracks and forward / rewind through your song. When you have finished with the CD player, remove your audio CD, replace the MUSIC CD and press the △ button to return to the menu screen.

fig.4.0

5.0 OPTIONS

5.1 Music

5.1.1 Clear music

This option will DELETE ALL Riffs, instruments and note information from the music section of the Track Editor. This process is irreversible, so make sure you have saved your hard work before initiating this function!

5.1.2 Set Default BPM (Beats Per Minute)

This option sets the BPM of your song, in other words the speed or 'tempo' of your music. The outer double arrows increase /decrease the tempo in increments of 10 BPM, while the inner single arrows increase /decrease the tempo by a single BPM, allowing you to fine-tune your song speed. Pressing the ✕ button on the 'OK' option will apply your choice of BPM. The △ button returns to the music options menu without changing your original BPM.

MUSIC gives you the ability to use tempos ranging from 40 - 999 BPM, there shouldn't be any problem finding a suitable speed! You can also change BPM's bar by bar using the BPM Channel in Track Editor (see section 2.9)

5.1.3 Volume

This option sets the sound volume output of music. The outer double arrows increase /decrease the volume by increments of 10, while the inner single arrows increase /decrease the volume by a single increment for fine-tuning. **MUSIC** defaults to a volume setting of '100', which should be fine for normal use. If you find sounds are distorting through your television set on playback then decrease this setting until the distortion has gone.

You can also set your PlayStation to output in either stereo or mono sound. It is highly recommended that you use the stereo sound setting if you are using a stereo television set, or if you are connecting your PlayStation directly to a Hi-Fi system.

Pressing the ✕ button on the 'OK' option will apply your volume and stereo settings. The △ button returns you to the music options menu without changing your original volume or stereo settings.

5.1.4 Reverb

The reverb option is your control panel for the varying reverb and echo effects available within **MUSIC**. Each individual note in a riff can be set to have reverb on or off. The best way to hear how these effects work is to experiment with them yourself. Try anything, you can't break **MUSIC**! Mess about with the settings as much as you can so you get an idea of how they work. Try whacking all the settings up to maximum, we can't guarantee the results will always be kind on your ears, but a professional level of functionality is available to give a 'produced' feel to your music.

Reverb Types:

Room	Like being in a bare room with no furniture
Studio a	Small reverb
Studio b	Medium reverb
Studio c	Large reverb
Hall	Huge reverb
Space	A type of splashy reverby echo
Echo	Echo effect
Delay	An alternate echo effect
Pipe	Another echo effect, gives a metallic ringy edge to notes

Depth is the mix between the source and the reverb setting.
Delay Time is the time between echo repeats. *
Feedback is the number of repeats. *
* - Only effects Echo, Delay and Pipe effects.

5.1.4 VIDEO
5.2.1 Clear Video

This function will DELETE ALL Chases and video information from the video section of the Track Editor. This process is irreversible, so make sure you have saved your hard work before initiating this function!

5.2.2 Generate Video

This function will auto-generate a video for your song, it works in a similar fashion to the CD Player sound-light (see section 4.0), but is even more advanced, and is capable of producing some very impressive visuals.

5.3 CHOOSE CASING

The 'choose casing' option allows you to customise the **MUSIC** Track Editor environment depending on your current mood or taste. Choose

from 16 fresh flavours! Writing a pumping House track? Then why not go for funky pink lava! Or maybe you're scoring for an Ambient Orchestra? Then perhaps something a little more chilled is in order, glacial blue or a summer cornfield.

5.4 BUTTON HELP

Button help will be automatically turned on when you first start MUSIC. Button help gives a vertically scrolling display in the centre of the Track Editor screen with all the current button options displayed. This is very helpful if you have just started using MUSIC. You may wish to turn this off once you become proficient.

FAQ (Frequently Asked Questions)

Question	Answer
Q. The screen has gone completely black and there is no music? Why?	**A.** It is most likely that MUSIC is in fullscreen video mode and you have reached the end of your song, press R2 to switch between fullscreen video and Track Editor mode. (see section 2.0) Finally if that does not solve the problem then check all **PlayStation** and television power and aerial connections are secure.
Q. My video is playing but there is no sound. Why?	**A.** Check the global volume settings (see section 5.1.3). Also check that the section of video you are playing has music Riffs inserted in the Track Editor at the corresponding point. If that does not solve the problem then check all **PlayStation**, television or Hi-Fi audio connections are secure.
Q. How do I get out of 'Track Editor' and back to the main menu?	**A.** If you want to return to the MUSIC main menu at any time simply press the **SELECT** button + the **START** button together. Selecting the 'start' option on the main menu will then return you to exactly where you left off in Track Editor. (see section 2.0). Tip: Make sure the 'Button help' function in the options section of the main menu is turned on. You will see all the current button options displayed in a vertically scrolling display in the centre of the screen.
Q. I just set a new BPM on the options screen but when I returned to Track Editor it hadn't made any difference, why?	**A.** When setting a new BPM make sure you press the ✕ button on OK before you leave the set default BPM screen. If you simply use the △ button to exit once you have selected your new tempo, your setting will be returned to the previous BPM.
Q. I have just deleted my entire song using the 'music clear' and 'video clear' options... but I forgot to save it first to a Memory card ... HELP!	**A.** Sorry! But this option will irretrievably delete your song from Track Editor, always save your songs to a Memory card before using these features! (see section 5.1.1 and 5.2.1)
Q. I keep forgetting which button does what!..	**A.** Simple! The button options are displayed in a vertically scrolling display in the centre of the screen, so watch those, and you'll always be sure what each button does.

QUESTION	ANSWER
Q. I have just deleted a riff/chase by accident using the 'Square' button, HELP!..	**A.** Don't Worry! MUSIC has an 'undo' function, simply press the △ button and your very last action will be undone, in this case the previously deleted riff/chase will be retrieved. Bear in mind however that MUSIC only offers a single level of 'undo', e.g. You delete a drum riff from track 1. Next you delete a piano riff from track 2. If you now decide you want to retrieve the drums it is too late! You can only undelete the piano riff. Carefully consider what you are doing before deleting anything.
Q. My music sounds like it is playing in : A large Canyon? A small metal box? A Well?	**A.** Check the Reverb settings under the music options menu (see section 5.1.4). Try turning some of the available reverb settings right down. Reverbs have a very powerful effect on the way your song will sound and can turn your composition into a cacophony if you are not careful! However when used with care these effects will give a very professional and polished 'studio-finish' to your productions. Experimenting with these reverbs can also give many weird and wonderful effects so don't be afraid to try anything!
Q. The sound coming out of my TV is 'distorting' and causing a horrible noise.	**A.** There are several reasons for this. Try turning the overall volume level down from the music options menu. The **PlayStation** audio system works by adding sounds together, so if you have a large number of loud tracks in your tune, you might have reached a level where the music distorts. To remedy this, use the riff volume setting to turn the volume of your riffs down. Remember, this distortion effect can also be used in a positive way, if you like the sound it makes !
Q. I'm doing some complicated note effects, and the channel bar keeps flickering.	**A.** This is an indication that you have reached the limit of the **PlayStation**'s polyphony. In order to make the product as flexible as we could, it is possible that using several complicated note effects can cause the **PlayStation** to 'run' out of audio channels. The flickering bar shows you which track is causing the problem, and you will need to remove some of the note effects, or get rid of an unwanted track.
Q. I have put a lot musical effects (e.g. Chords / Phase) into my riffs using the note parameters effects box and now the volume bars flash rapidly from time to time.	**A.** The **PlayStation** has 24 channels to play sound on. 16 of these channels are used by MUSIC to play 16 tracks. The other 8 channels are used to create the 'effects' available in the note parameter screen. If you use lots of these effects all at once then 'music' will do it's best to create the effects for you, but if it needs more channels than are available then it will warn you that not all the effects you want are being created, by flashing the 'offending' channel(s) volume bars (the bars above the mute mode LED's). If you think your song still sounds fine anyhow, then that's OK! If you think it doesn't then you'll have to look into cutting back on the number of effects you're trying to create at any one time.

GLOSSARY

ADSR
Attack Decay Sustain Release or volume envelope. See the section on ADSR for a fully detailed explanation.

Append
Means 'add to the end of'.

Bar
A Bar is a musical term which really just means a grouping of notes, like a sentence or paragraph in writing. In MUSIC a bar is made up of four beats (see BPM).

BPM
Beats per minute. In dance music a beat is when the kickdrum is heard.

Casing
The plastic that coats the MUSIC main console. There are 16 casing's to choose from.

Channel
There are 16 music and 16 video channels. In musical terms by 'channel' we mean 'voice'. So if you'd like to compare it to singers, we have 16 individual 'singers' who can sing different notes at any one time. The video channels can do 1 chase at a time. You may find the words channel and track are interchanged in this manual. This is perfectly OK as channel and track in this instance refer to the same thing.

Chase
A Chase is a video effect which can have one or more instructions or 'steps' in it. Different chases have different controls or parameters. If you find yourself in the chase editor and don't know what a control does then try it! You can't do any harm to your PlayStation or your song or video. If you don't like the chase you've created you can always delete it.

Chord
Is a collection of notes played at the same time using the same instrument.

Chorus
Is an effect which is best described by example. If you have one person singing it can sound quite nice. However, imagine say 4 people all singing the same song at the same time. It would sound a bit more interesting and 'fuller'.

That's what chorus does in MUSIC. It makes the note sound fuller and more varied.

Delay Time
The time before you hear the splashy effect (see reverb and Depth)

Depth (reverb)
As discussed in the reverb section you get small reverbs in rooms and big reverbs in halls and auditoriums. The depth setting allows you to say how much of the sound that you hear will be the original note and how much will be the splashy reverb.

Feedback
In the main menu reverb options, when you select an echo you will be able set the feedback. This is nothing clever, it's just how many times the note will echo for. A low feedback means you'll get maybe a couple of repeats, a high value will give you lots of repeats. Again, with options like these, experiment!

Frequency
All musical notes have a certain pitch or 'tune' to them. The techincal word for this is frequency.

Metronome
A metronome is a device which goes 'tick tock' to a preset BPM (see BPM). MUSIC has a built in metronome which only comes into play in real-time record mode (see the Riff Editor section). It sounds out on every beat so that you can get some idea of when to add a note.

Modulation
This is a technical term meaning the same as vibrato.

Mute
Mute means silent. So, in mute mode, you can make a whole track silent by changing the colour of the LED's under each channel. Don't worry, this doesn't erase the track or any of your song, it just stops the notes playing until you set mute off again. This also applies to the video tracks. You'll also come across mute in the Riff Editor Note Parameters. This temporarily turns a note off without deleting it.

Octave
This means that a note is exactly double in pitch from another note. In the Riff editor the keyboard to the left has all the notes in an 'octave' on it. So, if you take the green crosshair all the way to the top it pops back at the bottom and you'll have gone up one octave. Best way is to learn by example, so put a note in the riff editor at C3 (bottom note on the keyboard with the 3 icon lit on the left) and then go up so the crosshair loops back to the bottom and put a note at C4 (bottom note on the keyboard with the 4 icon lit on the left). Now play it and hear the difference.

Palettes
This means a selection of colours. In the same way an artist has a palette with various paints on.

Panning
Check out your Hi-Fi. It probably has a balance control. This is what panning means. It's how much of the sound comes out of the left speaker and how much comes out of the right speaker.

Particles
These are a chase type. They are best described as swarms of small opaque (like smoked glass) objects of different colours and patterns.

Paste
Literally like pasting down a postage stamp onto an envelope, only in MUSIC you paste down riffs, notes and chases.

Phaser
This again makes notes sound more interesting (see Chorus). However it gives the notes a more sweeping whooshy quality.

Polyphony
The total number of notes available at any one time. The maximum number of notes that MUSIC will play at once is 16

Reverb
If you've ever been in an empty room when it's being re-decorated or in a large hall or theatre you'll know that if you make a sound like clapping your hands or coughing then you'll have heard the sound seem to hang in the air and then die away. What's happening is the sound you made is bouncing around the room and back to your ears. Slowly the sound dies away. In a room the sound dies away very quickly, in a hall it can take some time. MUSIC has the ability to make it sound like you're in a room or a hall and you can apply this effect to any of your music.

Riff
A Riff is a collection or sequence of notes. A Riff can be between one bar (4 beats) and 8 bars (32 beats). In the riff editor the beats are divided into 4 little squares, giving you 16 little squares in a 1 bar Riff. Hence they are called 16th's.

Sample Rate
Sample rate is the quality at which a sample was recorded. To give you a clue without giving you a physics lesson is to consider this. Normal everyday music CD's are 'sampled' at 44.1kHz. So this is currently the ultimate in quality. All MUSIC's instruments are also sampled at 44.1kHz. So, you may ask, why have you supplied the instruments at 22kHz and 11kHz? Well, 44.1kHz instruments take up a lot of SRAM (see SRAM), 22kHz instruments take up half the space and generally don't sound too bad and 11kHz instruments take up half as much space again but can sound a little bit fuzzy. So the reason we've included them, is so you can fit as many instruments as possible into your songs and so you have the freedom to decide which sounds best for you.

Sixteenth note
16th's are 1/16th of a Bar. It's that simple. You can fit 16 16th's in one Bar! (see BPM and Bar for more details).

Slide
This means to go from one note to another by sliding up or down in pitch. Try whistling a note and then without stopping, go to another note. If you listen carefully you are actually sliding from one note to another. This is in contrast to a Piano, which can only play single notes, i.e. you can slide from one note to another. MUSIC can!

Solo
Means, 'only play this channel'. This does not destroy any of your song and you can turn SOLO on and off at will. This is handy if you're trying to listen to just one track in a very busy song.

SRAM
Stands for Sound Random Access Memory. This is the memory the PlayStation has to store your instruments. You can't have all the instruments in SRAM at the same time because there's only a certain amount of SRAM in your PlayStation (non expandable) and the instruments take up a fair amount of memory because of their quality. If you need more instruments in a song then try loading them at 22kHz or 11kHz (see the chapter on Loaded Instruments for an explanation).

Tempo
This is simply another word for the BPM or the speed of your song. You can change the tempo using the BPM setting.

Texture map
A texture map is a square piece of computer graphics. It could be a picture of a bird, a house, some flames, whatever. Texture maps are called maps because they are 'mapped' onto shapes. I'll explain. Imagine getting a washing up liquid bottle and painting it white. There you have a very plain looking shape. Now, take some very decorative wallpaper and wrap it around the bottle. That's exactly how the texture will be mapped onto a plain shape, except it's on the TV screen.

Triplets
Normally when writing dance music, notes are rigidly played on 16th's (see sixteenths) or even 32nd's or even 64th's! However, musical styles such as Trip Hop need a 'funky' element to them. This is where triplets come in. Triplets give music a 'looser' feel which can be put to great use, that's why MUSIC supports them!

Undo
Revert back to how things were before you made that last fatal mistake! This is great if you accidentally delete or change something.

Vibrato
This is the 'wobbling' of a note in pitch. You'll notice that most singers 'wobble' the note they're singing as do some people when they whistle. MUSIC allows you to add this 'wobble' or vibrato to any of your notes.

VRAM
Stands for Video Random Access Memory. This is the memory where all your shapes and Texture Maps (see Texture Maps) are stored. Again like SRAM (see SRAM) there is a finite amount of VRAM which means you can't have all the graphics loaded at the same time.

Wireframe
The real world equivalent of this is a matchstick model. Normally shapes in MUSIC look solid. You can stop this and make them look like they're made out of wire.

Chase Parameters

When you create your own chase using the chase editor, you will be given a number of parameters which you can alter in order to customise the chase. Each parameter is represented by an icon, and an explanation of the parameters for each chase type is given below. The parameters are given in order, from top to bottom on the screen.

Shape

Family Name
The name of the family, or type, of shape.
Family Member
The individual shape from this family.
Number
The number of this object type to be loaded and treated as a single group of objects is controlled by this slider.
Arrangement
This slider controls the arrangement of the objects around a central point.
Separation
The distance apart that the objects in this group varies with this slider.

Background

Family Name
The name of the family, or type, of background.
Family Member
The individual background from this family.

Text

Text
You can change the text to be displayed, by pressing the Left or Right Directional buttons and entering your own message.
Font
You can change the font, or style that the message is displayed in by altering this slider.

Particle

Source + Colour
The particle source shape, colour, and lifespan of the particles are modified with this slider.
Number
Altering this slider can change the number of particle sources.
Arrangement
This slider alters the positioning of the particle sources around a central point.
Separation
Increasing this slider increases the distance between the particle sources.

Rotation

Axis
This slider controls the axis at which the rotation works.
Rotate off / on
This can turn the rotation on or off, so those objects can be exactly positioned.
Angle / Speed
If the Rotate off / on slider is set to off, this slider controls the angle at which the object is rotated. If the Rotate off / on slider is set to on, this controls the speed of rotation.
Rotate Together / individually
The objects in a group can be rotated as a group or individually about their own axis.

PATH

Path
This slider controls the path that the object will follow.
Follow Path off / on
The object can be positioned by turning this slider off, or the object can be made to follow the path by setting this slider on.
Position / Speed
If the previous slider is off, this one controls the position along the path at which the object is shown. With the previous slider set to on, the speed at which the object follows the path is controlled by this slider.
Direction
To make the object following the path change direction, just change this slider.
Path Size
The path can be made bigger using this slider.

SCALE

Width
To alter how wide the object is, alter this slider.
Height
The height of an object can be changed with this slider.
Depth
This controls the depth of the object.
Scale Together / Individually
To have the objects scaled about their own axis, just set this slider to the together position. Individually allows you to have each object scaled about its own axis.

LIGHT

Source 1 / 2 / 3 / Ambient
Select the source that the other sliders control. You can use all 4 sources at once, by setting the options for that source and then changing this slider to change the next source.
Colour
To control the colour of the light source, use this slider. Setting it to black turns that light off.
Position
The direction of the light can be changed with this option.

WIREFRAME

Colour
The colour of the wireframe lines is changed here.
Solid on / off
To get a pure wireframe, you can turn off the solid parts of the object.
Wireframe on / off
You can get just the solid object if you wish, and this is how.

TEXTURE

Texture
Select the texture you want it's as easy as that.
Moving off / on
Textures can be made to scroll along the object. Turn this option on for moving textures and off for static textures.
Horizontal Offset / Speed
If the texture is static, you can change the position of the texture. If you have the texture moving, here's where you control its speed in either direction.
Vertical Offset / Speed
If the texture is static, you can change the position of the texture. If you have the texture moving, here's where you control its speed in either direction.
Mapping Type
The texture can be applied to the object in 3 ways; 1 texture per object, where the texture is wrapped around the object; 1 texture per side; or 1 texture per polygon;

VIDEO

Video
This lets you pick the video you want to use.
Moving off / on
You can make the video scroll around the object, or leave it stationary.
Horizontal Offset / Speed
The video can be moved horizontally with this slider, or if

the video is scrolling around the object, the slider controls the speed of scrolling.

Vertical Offset / Speed

Vertical positioning on the object is achieved with this slider, unless the Moving slider is set to on, where this slider controls the vertical speed.

Mapping Type

A video can be mapped straight onto the object; it can be mapped to each side, or a video can be mapped onto each polygon.

Reset To Start On Trigger

When a musical trigger is triggered, the video will reset to the start if this option is set on. Otherwise the video will continue to the end.

Start Frame

You can start the video from any point before the value set into the End Frame slider.

End Frame

The end point of the video can be set with this slider. Static frames can be created by setting this slider to the same value as the Start Frame slider.

Palette Cycle

Colour 1

Select one of the colours you want to cycle through.

Proportion Of Colour 1 To Colour 2

You can set up the proportion of colour 1 to colour 2 using this slider.

Colour 2

Select another colour to cycle through.

Proportion Of Colour 2 To Colour 3

Again, you can select the proportion of colour 2 to colour 3. You can have only two colours to cycle through by setting this slider to the all left position.

Colour 3

Select the third colour to cycle through.

Overall Speed Of Blending

Select the speed at which the blending takes place with this slider.

Blending Direction

Flip this option to reverse the direction of blending. (Colour 1 -> colour 2 -> colour 3 or colour 3 -> colour 2-> colour 1)

Texture Colours / Ignore Black / All Colours

Using texture colours cycles through all the colours in the texture. Selecting Ignore Black will cycle all colours except black, while selecting All Colours will include black.

Camera

Camera Path

Select the path that the camera will follow.

Moving off / on

The camera can be made to follow the path, or sit at a position along the path.

Position / Speed

If the Moving option is set on, this slider controls the speed at which the camera follows the path, and if the Moving option is set off, the position along the path is controlled by this slider.

Clockwise / Anticlockwise

To change the direction of movement, just flip this option.

Path Size

Changing the size of the path is as easy as changing the size of this slider.

Camera Zoom

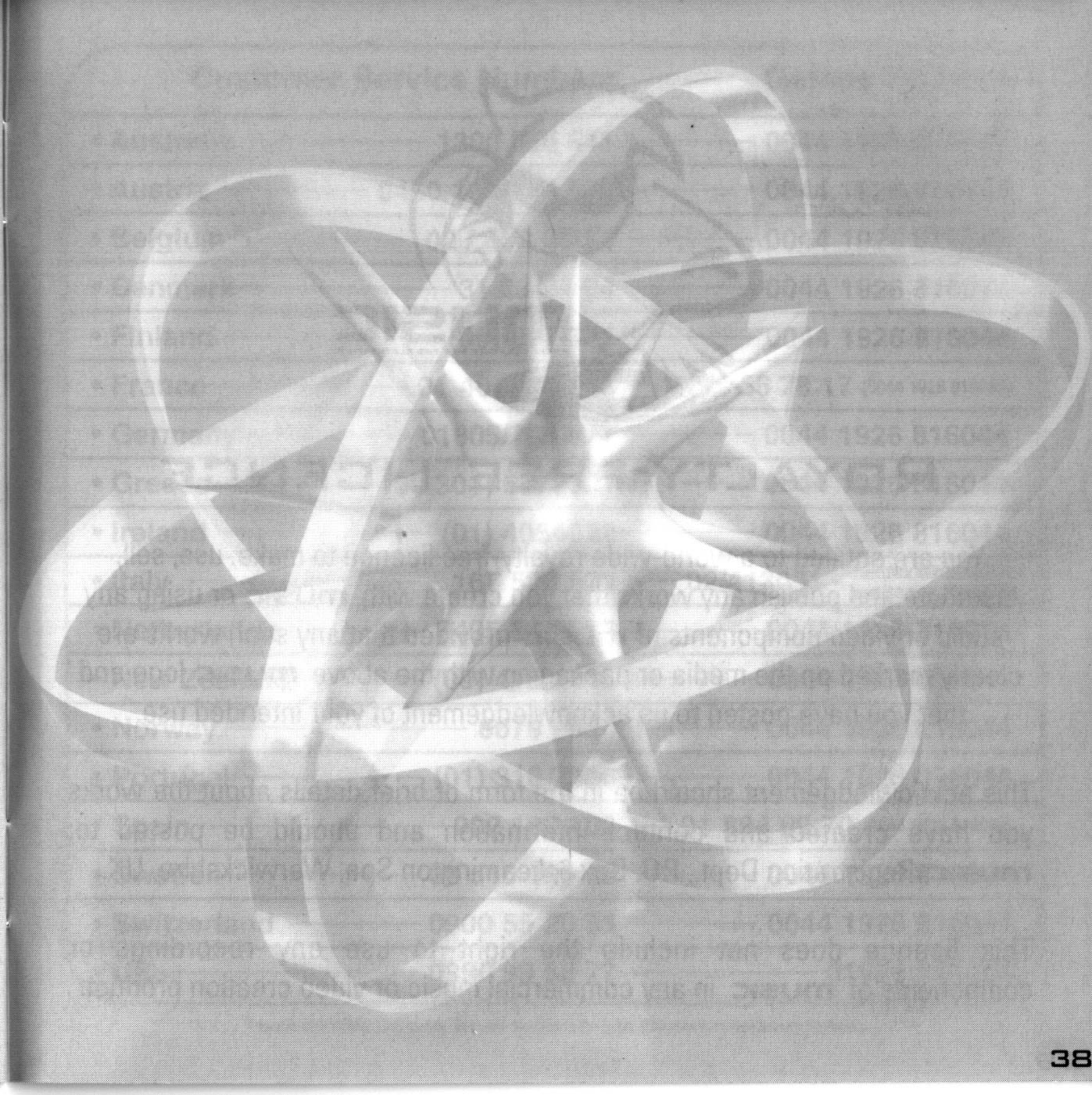
Zoom in or out using this slider.

Path Rotation

Change the plane of the path by rotating it using this slider.

Look At Centre / Look Along Path

Have the camera look at right angles to the path towards the centre or along the path. Just change this slider to change the viewpoint



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SLES-01356

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